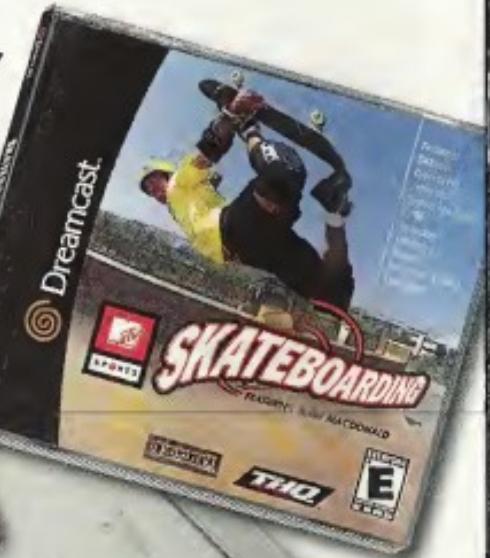
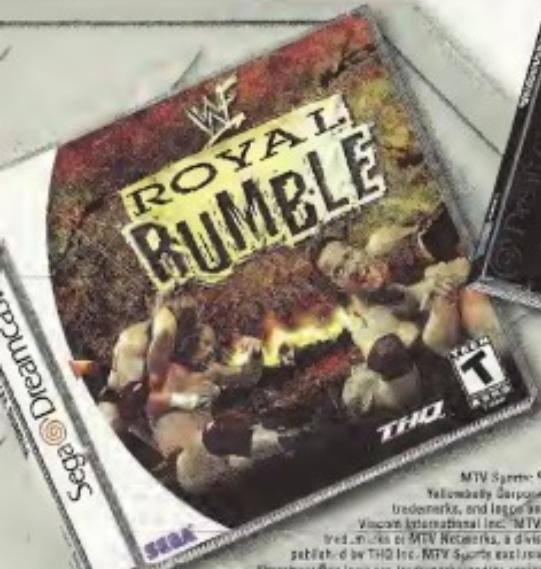


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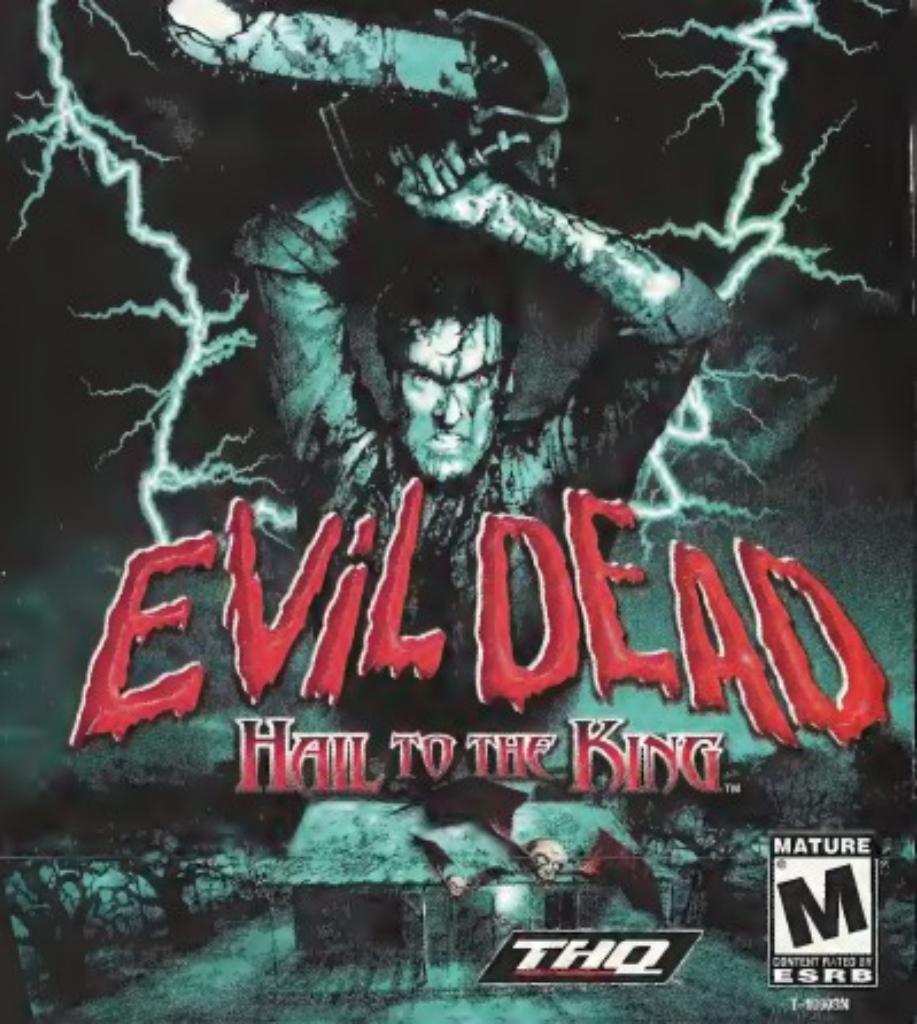


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WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had seizures related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsions, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms, and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunctions:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dust on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edges. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

All pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projector televisions.

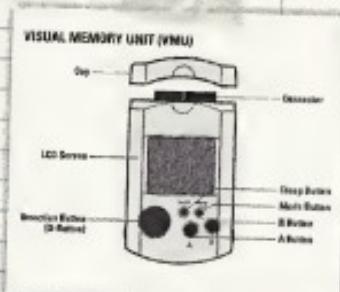
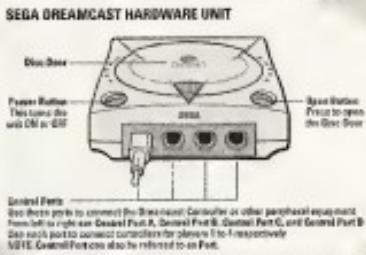
SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in the game are purely fictional. Any similarity to other persons is purely coincidental.

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Getting Started



Name's Ash. Housewares. Luckily, I had to fill in for Greg in Electronics a few times last year, so operating the Sega Dreamcast will be a snap.

Evil Dead: Hell to the King™ is a 1 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y, and Start Buttons. This will cause the Dreamcast to soft-reset the software and display the title screen. When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Sega Dreamcast controller in order to save and load game files.

Note: While saving a game file, never turn OFF the Sega Dreamcast power; remove the memory card or disconnect the controller.



Controller

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y, and Start Buttons. This will cause the Dreamcast to soft-reset the software and display the title screen. When the Jump Pack/Vibration Pack is inserted into Expansion Socket 1 of the Dreamcast Controller, the Jump Pack/Vibration Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.



Menu Controls

Directional Button ↑ / ↓	Move between selections
A Button	Confirm selection
B Button	Back one selection or screen



Game Controls

Analog Thumb Pad	Relative Movement (walk and rotate in the direction you want to move)
Directional Button ↑	Move Forward
Directional Button ↓	Jump Back (Hold to walk backwards)
Directional Button →	Rotate Clockwise
Directional Button ←	Rotate Counter-Clockwise
B Button	Use/Activate/Confirm
Left Trigger	Start/Rev Chainsaw
A Button	Use Chainsaw
B-Button	Turn-off Chainsaw
X-Button	Use Left-Hand-Weapon
Y-Button	Ash One-Liner
Right Trigger	Run (Hold and press direction)
Start Button	Inventory-Screen

Finishing Move – During combat with various Deadites, they will fall into a wounded state when on the verge of death. This is your chance to finish them off as only Ash could do. Simply step in front of the Deadite and gut it with your chainsaw (press the B Button). As it falls around in pain, use your left-hand weapon (press the X Button) to finish it off complete with a one-liner!



The Evil In The Woods and Jenny from Arts & Crafts

It was another long day of duty in Housewares. The nightmares are keeping me up most nights, so it's difficult keeping up the high standard of excellence S-Mart expects from its employees. Yesterday during lunch break, I took a chance and tried an incantation I thought I remembered from the Necronomicon ex Mortis. Roughly translated, the Book of the Dead. I hoped the recitation would stop the nightmares. A "Nictu Gashru Umund something or another." I figured they'd get the idea and buzz off. But no dice.

The nightmares are bad. Deadites, that old cabin in the woods, flashes of my long history of kicking their rotted-flesh asses. But something isn't right. The Deadites are strong. It's as if there's some large evil building and preparing to burst forth onto the human world. Sometimes they actually get to me and slowly tear my flesh with their jagged teeth, roll the meat between their gums, and make me listen as they chew with their mouths open. Then they use their nails to rip the... well you get the idea. The images are bad. Brussel sprout bad.

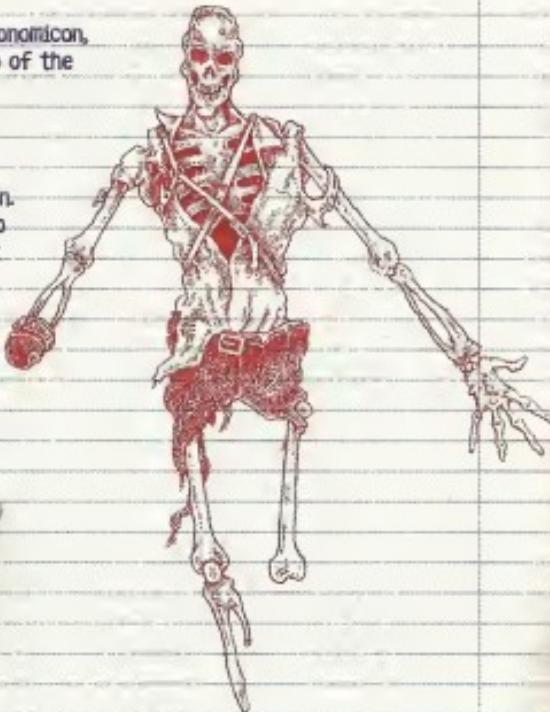
I keep this journal and notebook as a reference in case I need to save the world again. It's been too many years, and there's nothing worse than strapping on the ol' chainsaw and forgetting how to get the motor started. I've kept some left over



(contd from pg 5)

Copies of pages from the Necronomicon,
sketches of Deadites and a map of the
area near the cabin.

My girlfriend is Jenny,
Assistant Manager of Arts &
Crafts...and the voice of reason.
She's willing to drive me back to
the cabin in the woods so that
I can confront my fears and
take the nightmares head on.
It's gonna be a rough ride...

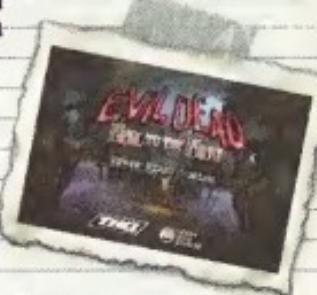


Main Menu

↑ / ↓ Move between selections
A Button Confirm selection
B Button Return to previous screen

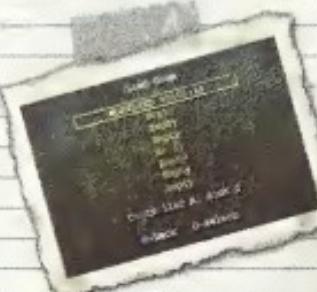
New Game

Select this option to start a new game. You will head into the woods with Jenny...to the cabin. Every time you select this option, you will start over again. You will head into the woods with Jenny...to the cabin. Controlled déjà vu.



Load Game

You can load a previously saved Evil Dead: Hail to the King game by selecting this option to display the Load Game Screen. Once this screen is displayed, move the cursor to the saved game you wish to load and press the A Button. The saved game will load and you will resume play at the saved location.



Options

Select this to display the Options Screen.
There are five options from which to choose:

Vibration – Turn the Jump Pack (sold separately) vibration feature ON or OFF.

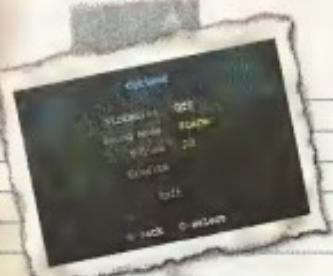
Sound Mode – Toggle between STEREO and MONO sound.

Volume – Adjust the sound volume in the game.

Credits – View the credits.

Exit – Return to the Main Menu.

Use the Directional Button (\leftarrow or \rightarrow) or the Analog Thumb Pad to change the settings.



Being Ash (Ain't Bad)

Being Ash ain't too bad... except for the unfortunate link to hordes of evil.

Health Bar



On-Screen Game Information

A health bar indicating Ash's current level of health will drop down in the upper-left corner of the screen when needed. If there is an enemy on screen, it is likely that the health bar will be displayed since the enemy will be trying to put the hurt down. The green health bar will decrease to the left as health diminishes. Less green, less Ash.

Health, Power-ups and Objects

Just when it seems like all hope (or ammo) is gone, you can probably find a nearby item that will help you. To pick up an item in the environment, walk up to the object and press the B-Button. The inventory screen will be displayed and you can select what you'd like to do with the item. Various items include:

Health – Look for first aid kits, various food items and mushrooms that can be converted into food once you have found the handy-dandy Wolverine Survival Guide.





Ammo – Look for standard ammo fare like bullets and shotgun shells. You will also find upgrade parts that can be used to modify your existing weapons. After a weapon has been upgraded, the appropriate ammo can be found throughout the environments.



Blank Tapes – Use these to save your game progress at any Inventory Chest found throughout the game.

Gas Cans – Make sure to collect gas cans to refill your chainsaw with fuel.

Puzzle Pieces – Throughout the game, you will have to find various objects in order to solve puzzles needed to advance in certain areas. Pay attention to the cinematics for clues and objectives!



Necronomicon Pages – You will have to collect pages from the Necronomicon that have been scattered throughout the woods. Collect them all in order to drive out the evil and seal the gate that brings them into our world.



Journals & Notes – During your travels, you will find various journal entries, research notes and other text pages that will provide you with backstory and possibly some useful information.



Inventory Screen

Options



Weapons

Health Bar

Ash

Inventory Items

Press the Start Button to pause the game and display the Inventory Screen, which gives you access to your inventory and other options. Once in the Inventory Screen, press the Start Button to return to the game.

Options

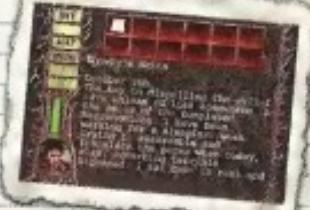
In the upper left corner are six options:

Inv

Select this option to view your current inventory including weapons and items.

Text

Select this option to view the various notes, journals and Necronomicon pages you've collected. Use the Directional Buttons or Analog Thumb Pad to select the item of text from the inventory along the top of the screen, then press the A Button to display its text.



Map

This option allows you to view a map of the area. Your current position is indicated by a yellow dot on the map.

Options

Select this option and press the A Button to display the Pause Screen. Once on the Pause Screen, you can view the main game options (see page 8) or quit the game.

Chest

Select this option to move items to and from your inventory into one of the Inventory Chests that can be found throughout the game. To do so, step in front of the chest and press the B Button to display your inventory and the contents of the chest. To move an item, select it using the yellow cursor and press the A Button. Then move the blue cursor to the empty slot in which you want to move the item. Press the A Button to move the item. Hit the Start Button or use the Inv option to return to the main Inventory Screen.

Save

You can save your progress to a memory card whenever you are at an Inventory Chest and have a blank Save Tape in your inventory. Use the Directional Buttons to move the cursor and select an available slot. Press the A Button to save the game.

Health Meter

The Inventory Screen has two health indicators for Ash - a meter and a picture of Ash's face. The more wounded the face, the more wounded is Ash. The lower the green bar, the less health Ash has. Use health items to replenish Ash's health.

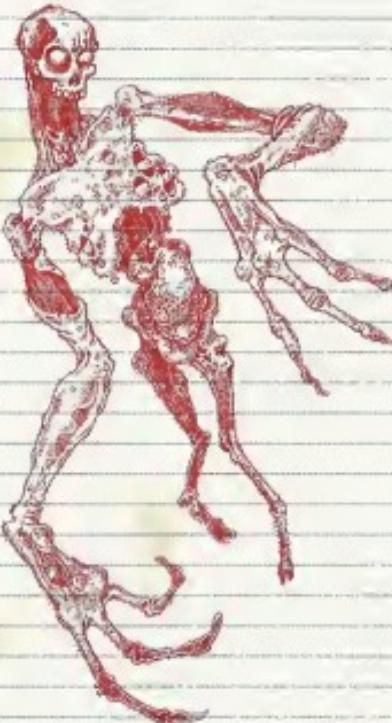
Weapons

At the top of the Main Inventory Screen are five weapon slots. The first slot permanently contains the chainsaw. Beneath the chainsaw icon is a red bar that indicates the current level of fuel in the chainsaw. The bar will decrease to the left as fuel is consumed. If you have gas cans in your inventory, you can refill the chainsaw by selecting a gas can in the inventory and pressing the A Button.

The remaining four slots are used to display available weapons. The full standard weapon suite includes an axe, pistol, shotgun and rifle. Once a weapon is found, it is automatically added to its slot. Beneath projectile weapons is a small white number that indicates the number of rounds remaining in the weapon. As rounds are used, the number decreases. If you have ammo in your inventory, you can reload a projectile weapon by selecting the appropriate ammo item in the inventory and pressing the A Button.



(cont'd from pg 13)



Upgrade parts can be found throughout the game and used to modify the standard weapons. To use an upgrade kit, select it from your inventory, move the blue cursor to the weapon you wish to upgrade, then press the A Button. The weapon icon will change to reflect the upgraded weapon. Once a weapon is upgraded, the appropriate ammo will become available as items are found throughout the game.

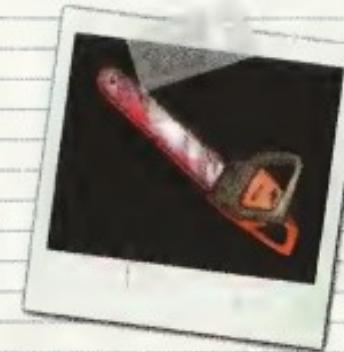
Objects

On the right side of the Inventory Screen are twelve slots used to store objects and items found throughout the game. These include a range of health kits, ammo, puzzle pieces and the like. To use an item, simply move the cursor to the desired item slot and press the A-Button. Any subsequent effect will occur immediately, such as a boost in health or increased fuel for the chainsaw.



Talk Loudly And Carry A Big (Boom) Stick

There are five standard weapons in the game: chainsaw, axe, pistol, shotgun, and rifle. All weapons but the axe can be modified by using upgrade parts found throughout the game. There is one level of upgrade for each weapon, the result of which is increased power.



Chainsaw

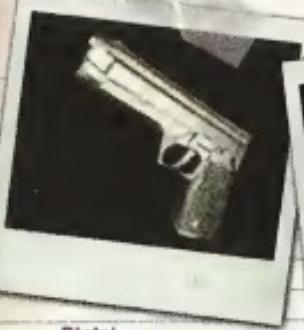
The signature weapon of Ash. Attached at the wrist after cutting off his possessed hand, the chainsaw is most fun when used to gut Deadites.



Axe

Ash starts the game with the trusty axe from the cabin. Good for chopping wood and Deadites. Obviously this weapon is only useful at a close distance.





Pistol

This is Professor Knowby's old A5 pistol. Ash starts the game with the pistol in his inventory.



Shotgun

The 12-gauge double-barreled, walnut-stocked, cobalt-blue stealed, hair-triggered shotgun. Better known as The Boomstick. Holds less ammo but does more damage.

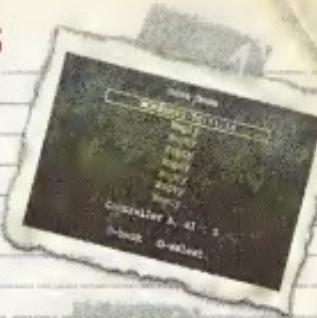
Rifle

This weapon holds fewer rounds than the pistol but more than the shotgun. Does decent damage. Might be able to find it near that old campground.

Saving / Loading Games

Sometimes you just need a break from fighting evil and saving the world... again. This is where the Save/Load feature comes in handy.

Saving Games - You can save your progress to a memory card whenever you are at an Inventory Chest and have a blank Save Tape in your inventory. Go into the Inventory Screen and select the Save option to display the Save Screen. Then use the cursor to select an available slot. Press the A Button to save the game.



Loading Games - You can load a previously saved Evil Dead: Hail to the King game by selecting the Load Game option from the Main Menu on the Title Screen. Once the Load Game Screen is displayed, move the cursor to the saved game you wish to load and press the A Button.

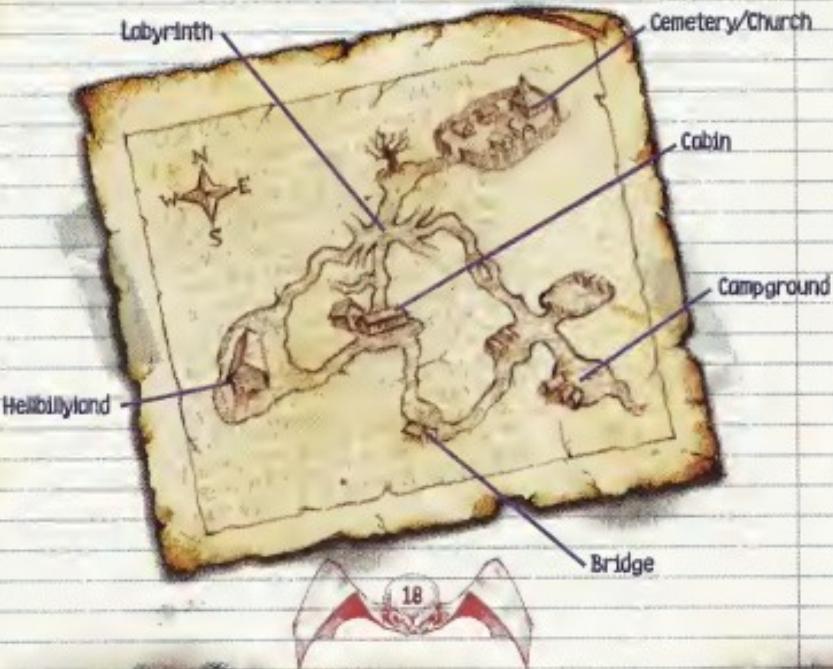


Note: While saving a game file, never turn OFF the Dreamcast power, remove the memory card or disconnect the controller.



Old Map of the Cabin and Forest

I found this crude map inside Knowby's cabin. It seems to show the surrounding areas near the cabin. This might come in handy once I return to those evil woods.



The Mad Poet Alzeez of Damascus & the Dark Ones

The Mad Poet. That's what they called Abdul Alzeez of Damascus. The life's work of that primitive screwhead was the Necronomicon ex Mortis. He's the bonehead who translated the ancient texts of the Dark Ones, and prophesized of the Warrior From The Sky who fell from the heavens to save the world from the wretched rule of demons.

The Dark Ones once ruled the earth... long ago. That is until they were banished to their realm. But now it seems they're a little homesick and want to come back to rule over man again. And of course the Book of the Dead is their key to earth's front door: That and sacrificing my girl, Jenny. But that ain't gonna happen. Not if I have anything to say about it.



Deadite Drawings from the Necronomicon

Evil Hand

Yeah, it's my hand. During my first trip to the cabin, evil got into my hand and it went bad. So I lopped it off at the wrist.



Bad Ash

The Dark Ones knew of my weird connection to the Necronomicon, so they thought spinning off my evil half to do their bidding would be a good idea. Wrong. He may be bigger and stronger; but he isn't half the man I am. But then again, he's 95% more deadite than me... and that's a problem.



Deadites

Deadites are the drones of the Dark Ones – their army of slaves eager to eat flesh and carry out the demonic biddings of their masters. Some were once human, others are spawned straight from Hell. Don't know which of them is worse. Doesn't really matter, though. The ol' chainsaw doesn't know the difference... and doesn't care.

Wolverine Troop

I had heard reports of the missing troop of Wolverine Scouts. Seems they went on a little camping trip in the woods. Big mistake. But it's not really my problem... unless they make it my problem. In that case, they're all going to be receiving a Special Badge in Buckshot Collecting from Uncle Ash.



Hellbillies

Don't know for sure, but there might be another shock nestled somewhere in the woods. Heard it was some sort of weirdo family. I fear that the evil has already reached them. Who knows? I may have to pay those inbreds a little house call.



Skeletons

These boneheads are just what you think they are – soulless, animated skeletons that were once human... that is, until the evil turned them into their little slaves.

I'm sure there is more evil in the woods and perhaps elsewhere. I know they at least exist in my nightmares. More deadites. More unspeakable horrors. Well... unspeakable at least until I run into them...



Credits

Based on <i>EVIL DEAD</i>	Animation Director Gregory Ecklund	Yongki Yoon Peter Bousbaeffer	Associate Producer Rob Loftus
Sam Raimi Rob Tapert Bruce Campbell	Character Concepts Carlos Huertas	Compositing Jason Yanofsky Scott Chu	Assistant Producer Gregg Nakanishi
Heavy Iron Studios	Characters & Animation Kyle Kirby	Robert Yang Bryan Whitaker	Senior Product Manager Alison Gutrie
General Manager Steve Gray	St. John Colon Elliot Call-Sirota	Jeff Bennett	
Producer Mark Morris	Alex Cel	Storyboards Peter Ramsey Rptn Swaminath	Associate Product Manager Greg Donovan
Lead Designer Matt Cochill	Digital Artists Jason Yanofsky Richard Matsushita	Audio Supervisor Jeffry Brandon	Publicity Liz Pieri Kathy Mendez
Designers Kris Jackson Jeffry Brandon	Alex Cel	System Administration Joaquin Thieu Armen Tsoolian	Creative Services Howard Liebeskind Kirk Sondal
Programmers Dan Kollmorgen Marcel Sonck	Bob Rossoff Dove Nix Avi Das	Greg Ercolano	
Shane Arnel	Bryan Whitaker	Office Administration Carmen Bagan	Instruction Manual Alan Berusch
Kay Cloud	Jeff Bennett		
Jake Kouth	Lisa Foster Neville Spiteri	Additional Level Design Byron Jelden	Lead Tester Greg Hanley
Art Director Ira Gilford	Peter Bousbaeffer Ross Lin Steve Galle	THQ www.thq.com	Testers Josh Austin Morgan Clark Ryan Dotry Don DeLeon George Erwin
Lead Artist Robert Yang	Texture Maps & Matte Paintings Chen Ho Lee Scott Chu	Executive Producer Scott Krueger	

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 AJ Hernandez
 Erik Hernandez
 Dan Koenitz
 Scott Malmster
 Tim Ogle
 Brian Turner
 Mark Vance
 Shaun Wharton

CONDUCTOR
 Conductor
 Imre Koller

MAMNET
 Render Farm
 Tim Elliott
 Josh Colbeck

Professor Knowby
 Chris Milcox

Recording Engineers
 Steven Miller
 Bolint Miller

Packaging & Manual Layout
 Tommy Talarico
 Aiden Interactive

Design
 Forte Music, Los Angeles

Audio Production
 Coordinator
 Thomas V. Talarico

Vocals
 Ash / Evil Ash
 Bruce Campbell

Renaissance Pictures
 Sam Rizzi
 Rob Tapert

Abdul Alazar
 Ron Jones

Germainte Giclo
 Leslie Brown
 Peter Dillie

George Stroyton
 All Soul
 David Polson

Father Alkord / Troop-Leader
 Sue Binder

Alison Locke
 Steve Brodie

Tiffany Tennen
 Jeremy Barnes

Music Composed By
 Tommy Talarico
 Todd Dennis
 Chris Rickwood
 Jack Wall

Digital Boyzface
 Special Visual Effects

Jenny
 Erin Ashe

Inferno Compositing
 Renee Chantlin

Annie Knowby / Grammy
 Lent Minello

Matthew O'Callaghan
 Pete Anderson
 Colin Walter

Method Studios
Inferno Systems & Post-Production Services

Merchant
 Ryan Drummond

Guild Members
 Frank Caesar
 Dan Castle
 Ron Jones

Honk Ltd.
 Kirby Smith
 Vinegrettes
 Kristin Prylow
 Ken Reinstein

Recorded in Budapest, Hungary by the Hungarian National Symphony Orchestra and the Budapest Chamber Choir

System Administration
 Scott Taylor

Useful Tips

- If you feel a little overwhelmed by Decdites, try throwing out a snappy one-liner or two. It may just do the trick!
- Don't be afraid to put the hurt down on Decdites with a finishing move. You'll find it extra rewarding!
- If you ever feel unsure about something, look for various journals and notes left behind by those consumed by the Evil. Might find some useful info!
- If you're running low on supplies, you might just have to take out a few Decdites. Often times the best defense is a good offense!
- Use your ingenuity. Everyday items might become useful when used together or in the most unusual places.
- Don't be afraid to look around and check out the area. Otherwise, you might miss something important!



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In the unlikely event of a problem with your product ("Evil Dead: Hell to the King"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 37003. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road; Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

ESRB Rating

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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